

FIG. 1

Resident game software including compression algorithms

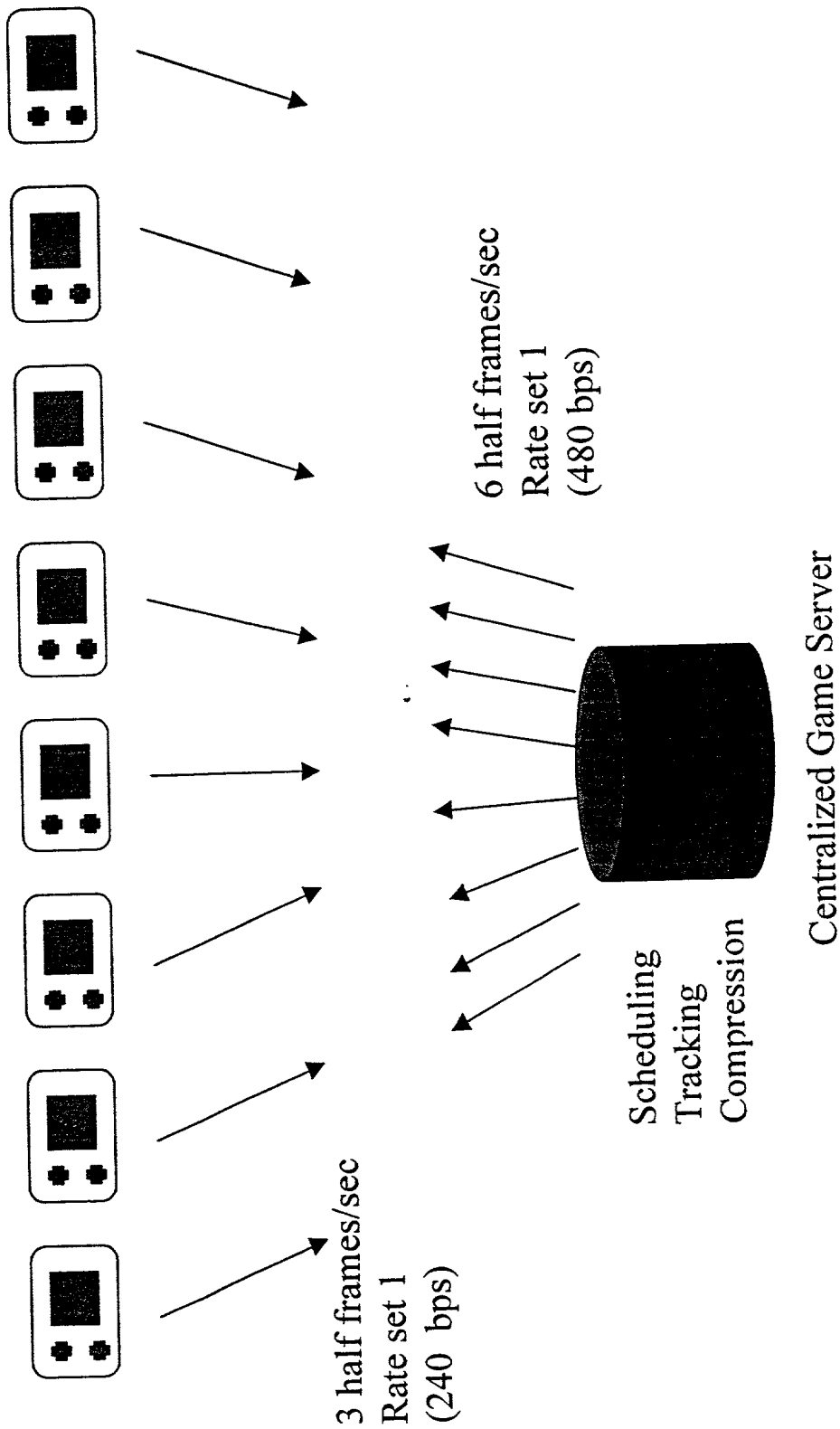


Fig. 2

FIG. 2

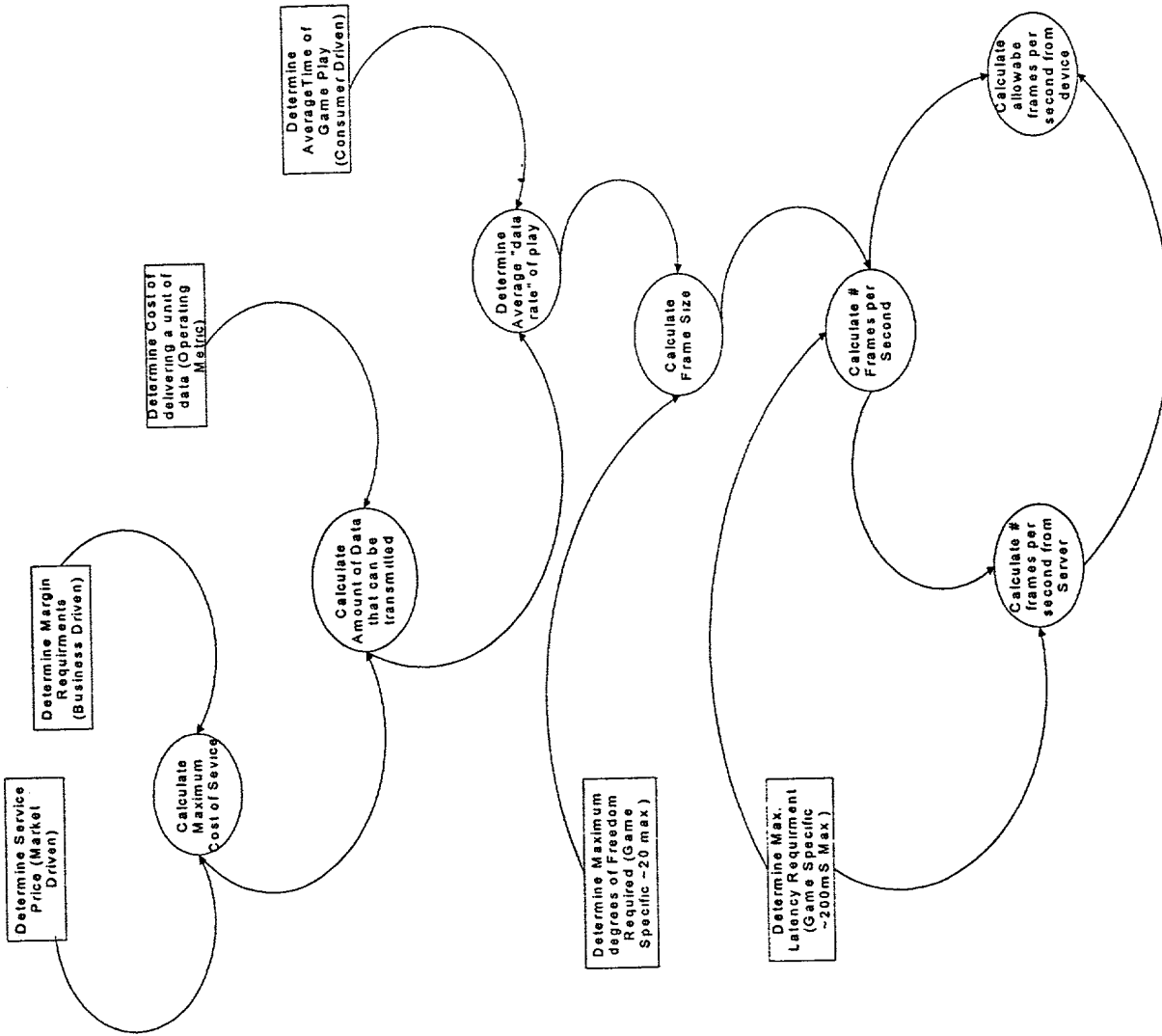


FIG. 3

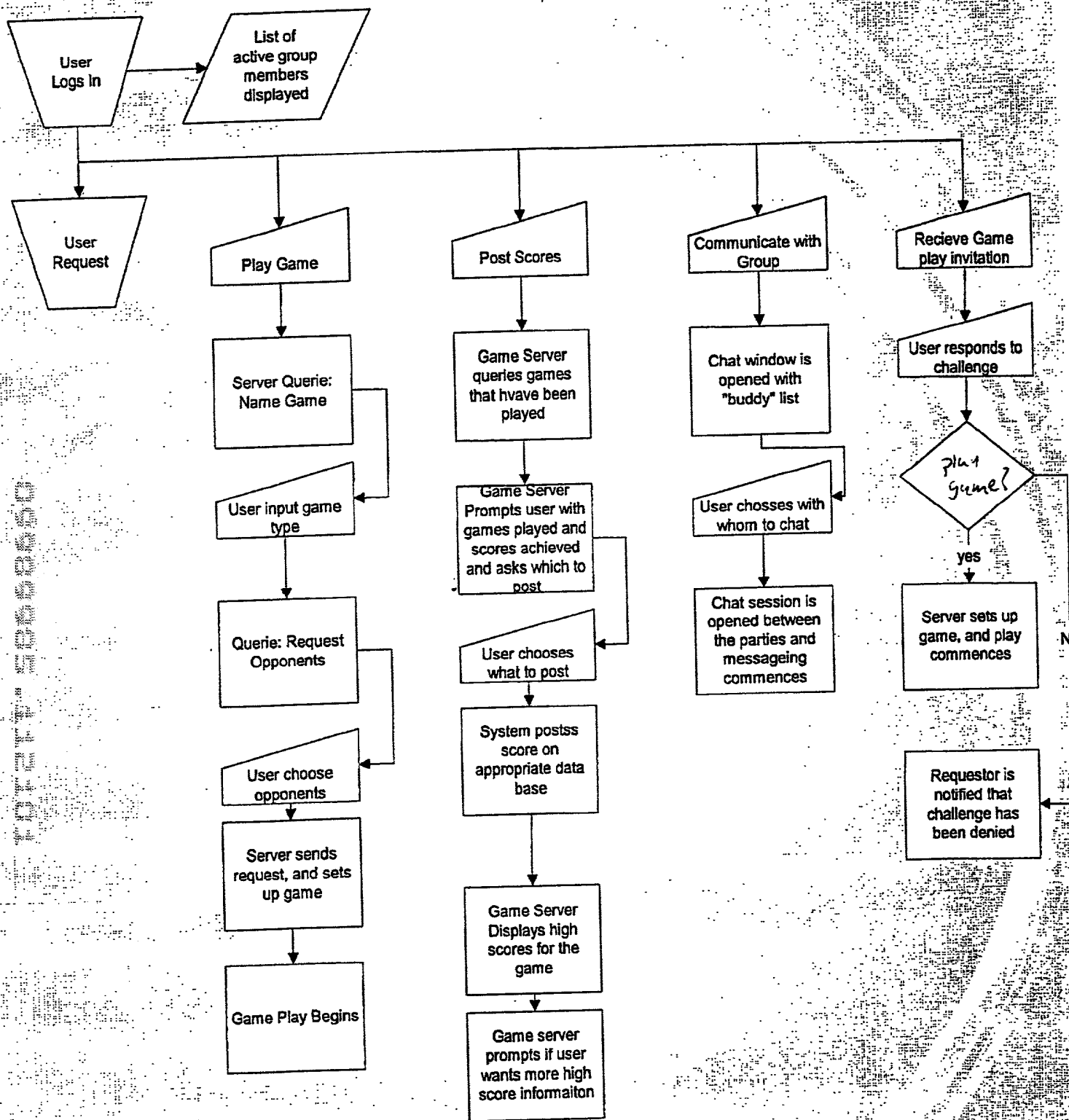


FIG. 4

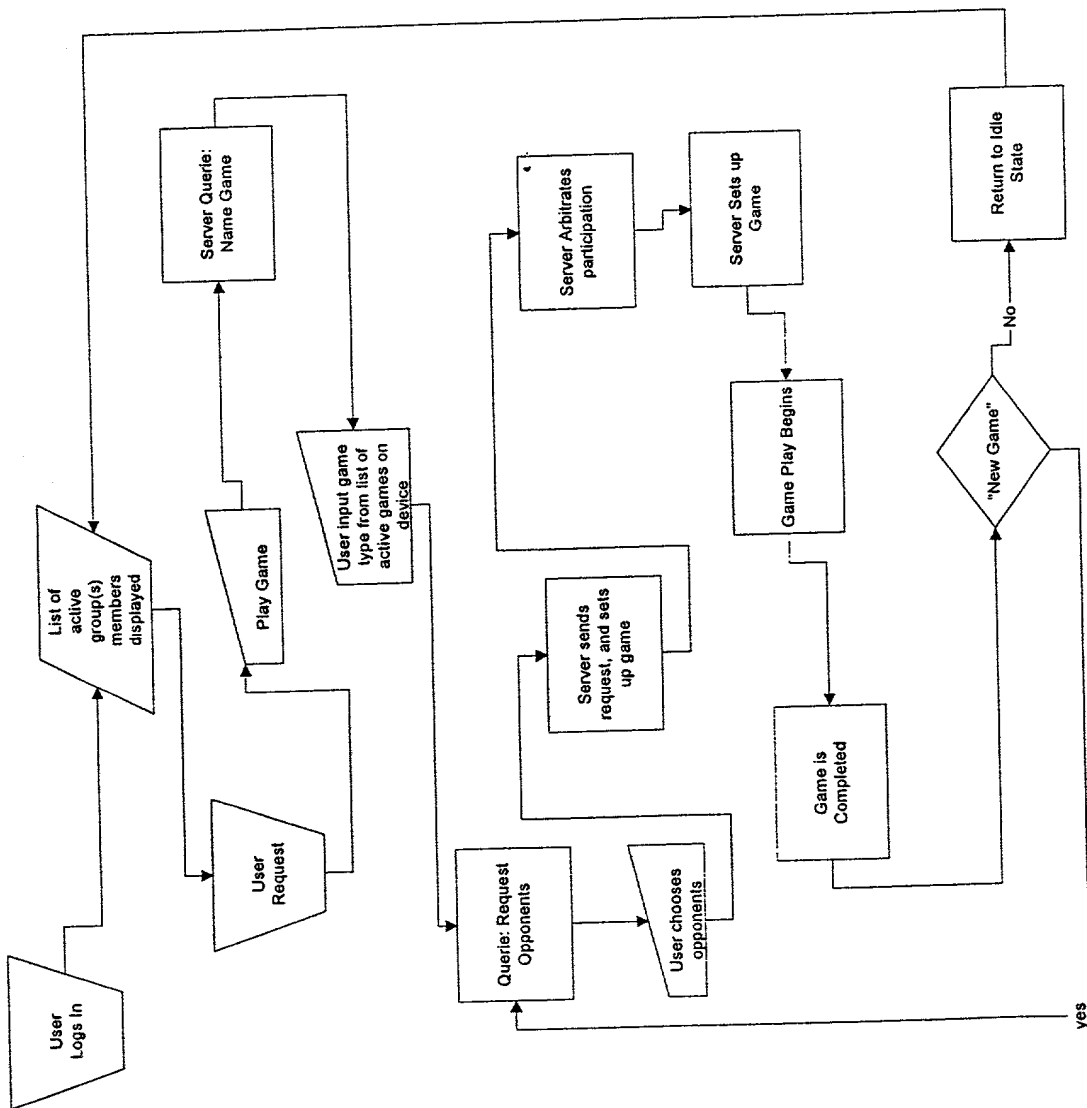


FIG. 5

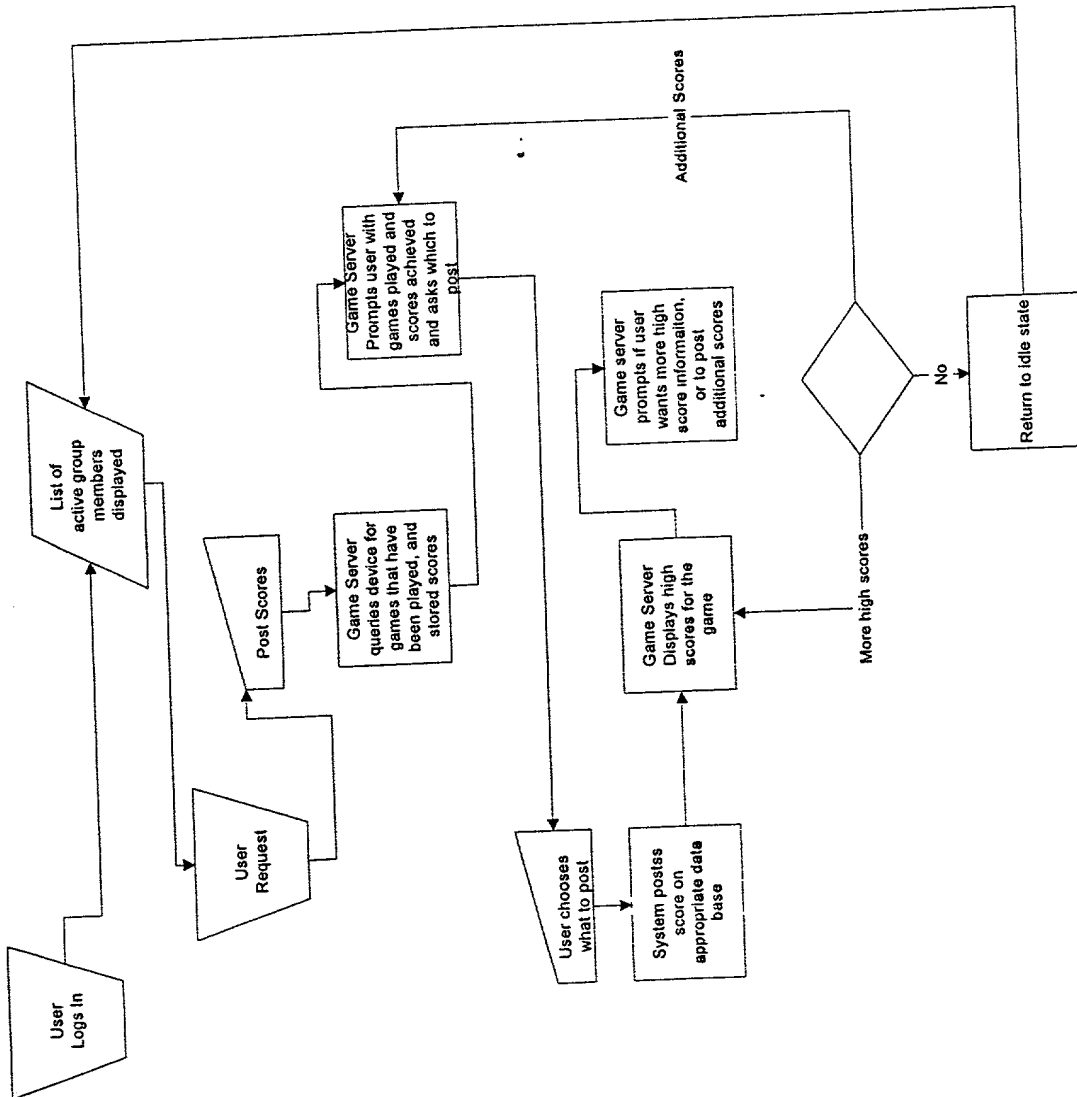


FIG. 6

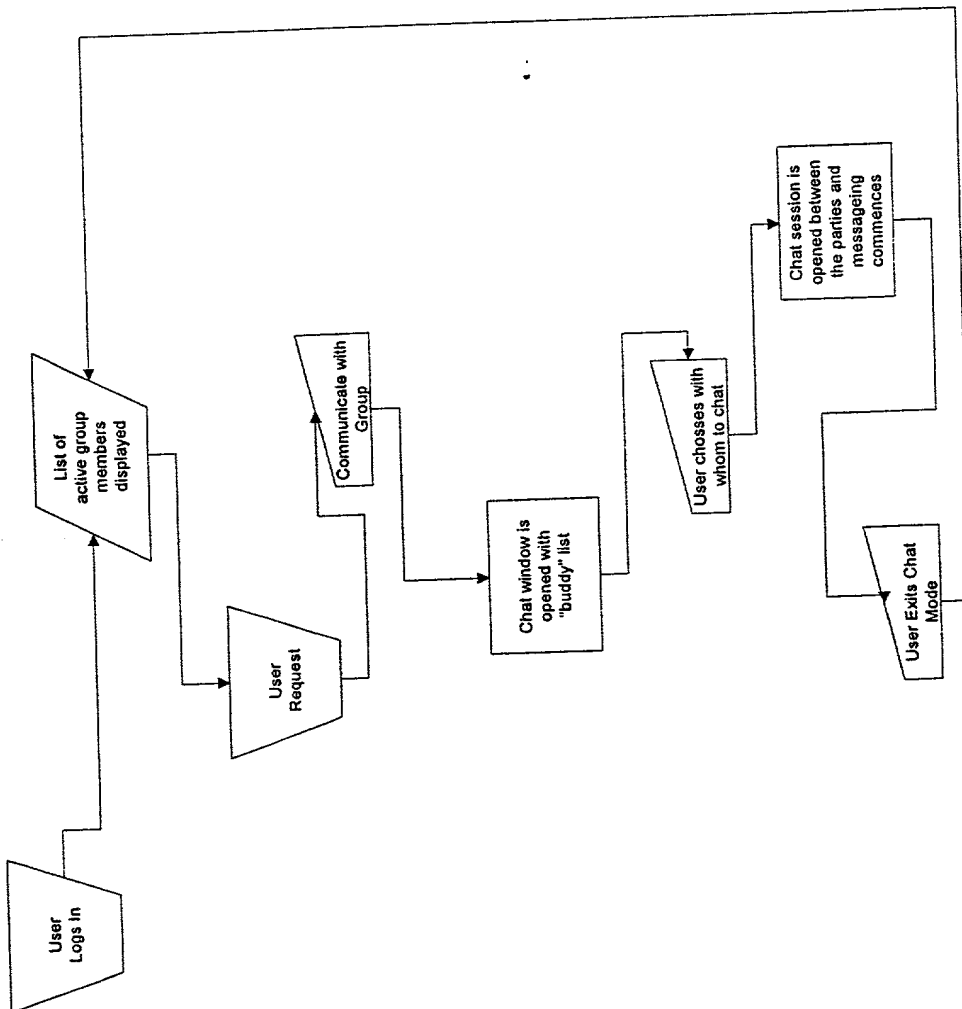


Fig. 7

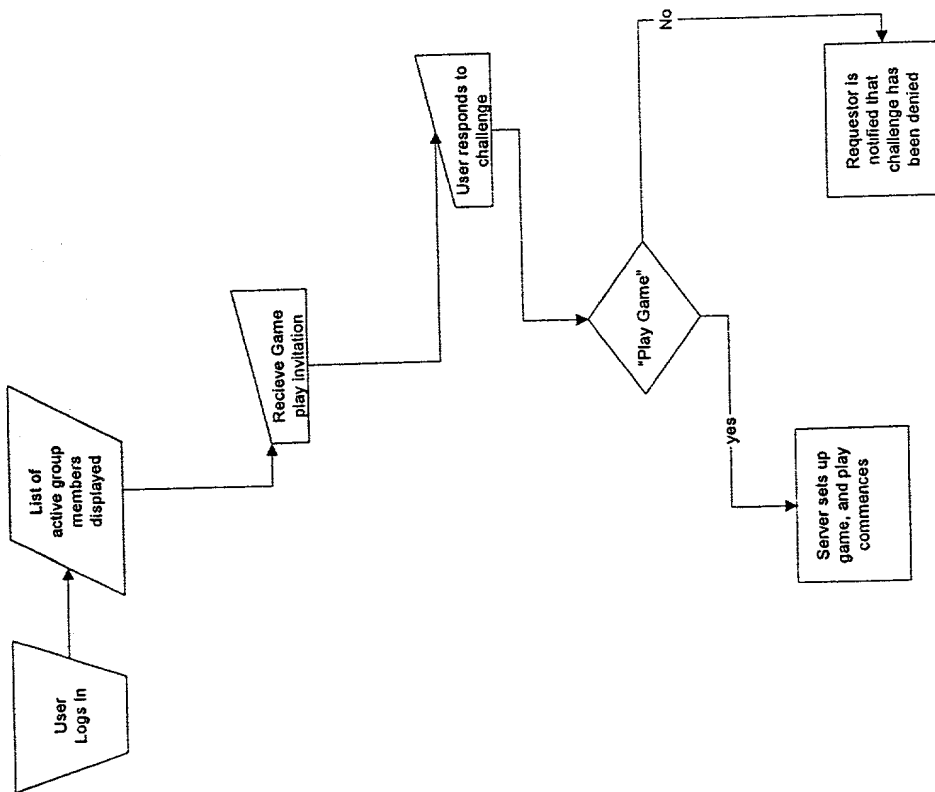


FIG. 8